Amendments to the Claims

Please cancel Claim 46; amend Claims 1-3, 8-9, 11-12, 18-19, 22, 29, 32, 40, 42-45, 47-50, and 52-55; and add Claim 56; all as shown below. Applicant respectfully reserves the right to prosecute any originally presented or cancelled claims in a continuing or future application.

 (Currently Amended) A system to support multimedia content browsing on mobile devices a mobile device. comprising:

a multimedia content database:

a processing component which searches for and retrieves two or more multimedia contents from the multimedia content database, wherein the processing component transmits the two or more multimedia contents to a browsing component over a communication network:

said browsing component which renders the two or more multimedia contents on two or more content layers, wherein the two or more content layers always overlap each other in tetality within a single display area, and wherein the display area for the centent layers is not moved or stretched in the x y plane by users' instruction; and

a browsing component software application executed by a processor in the mobile device, wherein the mobile device comprises a display screen;

wherein the browsing component renders a keyword query text box in a first area of the display screen, multimedia contents in a second area of the display screen, and a video controller in a third area of the display screen;

wherein the multimedia contents are rendered on overlapping content layers within the second area of the display screen, the content layers comprising a first content layer that renders query results, a second content layer that renders keyframes, and a third content layer that renders videos, wherein the content layers always overlap each other in totality throughout the entire area of the second area of the display screen;

wherein the browsing component further renders at transparent widget layer rendered on the display screen area of the browsing component, the transparent widget layer being completely transparent within the display area display screen until activated by a user, wherein the transparent widget layer used-to independently, interactively and continuously adjust adjusts the degree of transparency of [[the]] two or more of the content layers via an input device, wherein transparency values for the two-or more content layers comprise continuous gradient values between 0.0 and 1.0, a content layer having a transparency value of 0.0 being

completely transparent and a content layer having a transparency value of 1.0 being completely epaque; ond

wherein the browsing component receives the multimedia contents from a processing component based on a keyword query, wherein the processing component searches for and retrieves the multimedia contents relevant to the keyword query from a multimedia content database, wherein the processing component transmits the multimedia contents relevant to the keyword query to the browsing component over a communication network.

(Currently Amended) The system according to claim 1, wherein:

the multimedia content database resides on at least one of: <u>comprises</u> an external hard disk drive (HDD), a portable HDD, a wireless HDD, a Bluetooth HDD, and an internal HDD on a resource-rich computing device.

(Currently Amended) The system according to claim 1, wherein:

the two or more multimedia contents comprises includes one or more of: a video, a video segment, a keyframe, an image, a figure, a drawing, a graph, a picture, a text, and a keyword.

- 4-7. (Cancelled)
- 8. (Currently Amended) The system according to claim 1, wherein:

the processing component includes one of: comprises a laptop PC, a desktop PC, a server, a workstation, and a mainframe computer.

9. (Currently Amended) The system according to claim 1, wherein:

the communication network includes one of: comprises Internet, an intranet, a local area network, a wireless network, and a Bluetooth network.

- (Cancelled)
- (Currently Amended) The system according to claim 1, wherein the processing component:

the processing component is further capable of:

composing and animating composes and animates the multimedia contents of the two or more content layers using the transparency values of the two-or more content layers multimedia contents; and

saving saves the composed content in the multimedia content database and transmitting transmits the composed content to the browsing component.

12. (Currently Amended) The system according to claim 1, wherein:

the <u>mobile device comprises</u> browsing component includes one of: a PDA, a cell phone, a Tablet PC, and a Pocket PC, and a mobile device.

13-17. (Cancelled)

(Currently Amended) The system according to claim 1, wherein:
the input device includes one of: comprises a pen, and a stylus.

19. (Currently Amended) A computer-implemented method to support multimedia content browsing on small mobile devices a mobile device, comprising:

rendering a keyword query user interface in a first area of a display screen of the mobile device;

searching for and retrieving two or more multimedia contents from a multimedia content database <u>based on user input received through the keyword query user interface of the mobile device</u>:

transmitting the two or more multimedia contents over a communication network to the mobile device;

rendering the two or more multimedia contents on two or more content layers, wherein the two or more content layers always overlap each other in totality within a single display area, and wherein display area for the content layers is not moved or stretched in the x-y plane by users' instruction; and

rendering the multimedia contents in a second area of the display screen, wherein the multimedia contents are rendered on overlapping content layers within the second area of the display screen, the content layers comprising a first content layer that renders query results, a second content layer that renders keyframes, and a third content layer that renders videos.

wherein the content layers always overlap each other in totality throughout the entire area of the second area of the display screen;

rendering a video controller user in a third area of the display screen; and receiving user input from an input device on a widget layer rendered on the display screen area of the browsing component, the transparent widget layer being completely transparent within the display area display screen until activated by a user, wherein the transparent widget layer used-te independently, interactively and continuously adjust adjusts the degree of transparency of [[the]] two or more of the content layers via an input device, wherein transparency values for the two-or-more content layers comprise continuous gradient values between 0.0 and 1.0, a content layer having a transparency value of 0.0 being completely transparent and a content layer having a transparency value of 1.0 being completely opaque.

20. (Previously Presented) The method according to claim 19, further comprising at least one of:

segmenting the two or more multimedia contents into one or more video segments; associating one or more keywords with each of the video segments;

retrieving the two or more multimedia contents and each of the associated video segments with a keyword.

- (Previously Presented) The method according to claim 20, further comprising: composing the multimedia contents with one or more video segments from one or more source multimedia contents.
- (Currently Amended) The method according to claim 19, further comprising: composing and animating the contents of the two or more eentent layers <u>multimedia</u> <u>contents</u> using the transparency values; and

storing the composed content in the multimedia content database and transmitting the composed content for rendering.

23-28. (Cancelled)

29. (Currently Amended) A machine readable medium having executable instructions stored thereon that when executed cause a system to:

render a keyword query text box in a first area of a display screen of the mobile device; search for and retrieve two or more multimedia contents from a multimedia content database <u>based on user input received through the keyword query text box of the mobile</u> device;

transmit the two or more multimedia contents over a communication network $\underline{\text{to the}}$ mobile device:

render the two or more multimedia contents on two or more content layers, wherein the two or more content layers always overlap each other in totality within a single display area, and wherein the display area for the content layers is not moved or stretched in the x y plane by users' instruction; and

render the multimedia contents in a second area of the display screen, wherein the multimedia contents are rendered on overlapping content layers within the second area of the display screen, the content layers comprising a first content layer that renders query results, a second content layer that renders keyframes, and a third content layer that renders videos, wherein the content layers always overlap each other in totality throughout the entire area of the second area of the display screen;

render a video controller in a third area of the display screen; and

receive user input from an input device on a widget layer rendered on the display <u>screen</u> area of the browsing component, the transparent widget layer being completely transparent within the display area <u>display screen</u> until activated by a user, <u>wherein</u> the transparent widget layer used-te independently, interactively and continuously adjust <u>adjusts</u> the degree of transparency of [[the]] two or more <u>of the</u> content layers via an input device, wherein transparency values for the two or more content layers comprise continuous gradient values between 0.0 and 1.0, a content layer having a transparency value of 0.0 being completely transparent and a content layer having a transparency value of 1.0 being completely opaque.

30. (Previously Presented) The machine readable medium of claim 29, further comprising instructions that when executed cause the system to:

segment the two or more multimedia contents into one or more video segments; associate one or more keywords with each of the video segments;

retrieve the two or more multimedia contents and each of the video segments with a keyword.

31. (Previously Presented) The machine readable medium of claim 30, further comprising instructions that when executed cause the system to:

compose the multimedia contents with one or more video segments from one or more source multimedia contents.

32. (Currently Amended) The machine readable medium of claim 29, further comprising instructions that when executed cause the system to:

compose and animate the contents of the two or more eentent layers <u>multimedia</u> contents using the transparency values; and

store the composed content in the multimedia content database and transmit the composed content for rendering.

33-39. (Cancelled)

40. (Currently Amended) The system of Claim 1:

wherein the multimedia content database includes at least one video, the video having a title and a keyframe associated with the video:

wherein the retrieved multimedia content includes one or more videos including each video's associated title and keyframe;

wherein the first content layer comprises a list of the video titles received from the processing component is rendered within a first content layer of the browser component; and wherein upon reception of a selection of one of the video titles, titles rendered within the first content layer to view the keyframe associated with the selected video title, the keyframe being is rendered within a second content layer on the second content layer.

41. (Previously Presented) The system of Claim 40:

wherein the default transparency values for both the first content layer and the second content layer are 0.8.

42. (Currently Amended) The system of Claim 40:

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wherein the video associated with the <u>selected</u> video title which was selected by the user is played by the browser component <u>on the third content layer</u>; and

wherein the first content layer including the video titles and the second content layer including the keyframe are completely transparent when the selected video is being played in a third content layer.

43. (Currently Amended) The system of Claim 42:

wherein a video controller the video controller is activated and displayed within the browser component when third area of the display screen as the selected video is being played within the second area of the display screen, the video controller being comprising a graphical user interface that allows the user to stop, pause, play and jump to other parts of the video using the input device.

44. (Currently Amended) The system of Claim 40:

Wherein wherein the keyframe associated with the selected video title comprises two or more frames overlapping each other in totality, each frame having a transparency value which allows each frame to be visible.

45. (Currently Amended) The system of Claim 40 Claim 43:

wherein the videos received by the browser component include one the video associated with the selected video title comprises two or more video seaments:

wherein keywords are associated with each video segment; and wherein the browsing component video controller includes:

a graphical representation of each <u>video</u> segment of the video associated with the <u>selected</u> video title which was selected by the user;

a bar within each graphical representation, the height of the bar indicating the relevance of the associated video segment to the keyword query; and

a text box which displays the keywords associated with the video segments.

46. (Cancelled)

47. (Currently Amended) The system of Claim 45:

wherein the selected video associated with the selected video title includes video

segments obtained from different source videos;

wherein each graphical representation includes the video controller comprises a graphical indicator when the source video is present within the multimedia content database; and

wherein the source video is displayed within the browser-component upon selection of the associated graphical indicator.

48. (Currently Amended) The method of Claim 19, further comprising:

wherein the two or more multimedia contents includes videos, each video having a video title and a keyframe associated with the video;

rendering a list of the video titles of the transmitted associated with the relevant multimedia contents within a first content layer on the first content layer within the second area of the display screen;

receiving user input to select one of the video titles rendered in the first content layer on the first content layer; and

rendering the keyframe associated with the selected video title within a second content layer on the second content layer within the second area of the display screen.

49. (Currently Amended) The method of Claim 48, further comprising:

playing the video associated with the selected video title, wherein the first content layer including the video titles and the second content layer including the keyframe are completely transparent while the selected video is being played on a third-content layer.

50. (Currently Amended) The method of Claim 49, further comprising:

activating and displaying [[a]] the video controller when the selected video is being played, the video controller being a graphical user interface that allows the user to stop, pause, play and jump to other parts of the video being played.

(Previously Presented) The method of Claim 48, further comprising:

receiving user input to adjust the transparency values of the first content layer and the second content layer using the input device on the widget layer, wherein the transparency values for the first content layer can be adjusted by making a horizontal gesture over the widget layer using the input device and the transparency values for the second content layer can be

adjusted by making a vertical gesture over the widget layer using the input device.

52. (Currently Amended) The machine readable medium of Claim 29, further comprising instructions that when executed cause the system to:

wherein the two or more multimedia contents includes videos, each video having a video title and a kevframe associated with the video:

render <u>a list of</u> the video titles of the transmitted <u>associated with the relevant</u> multimedia contents as a first content layer on the first content layer within the second area of the display screen:

receive user input to select one of the video titles rendered in the first area on the first content layer; and

render the keyframe associated with the selected video title as a second content layer on the second content layer within the second area of the display screen.

53. (Currently Amended) The machine readable medium of Claim 52, further comprising instructions that when executed cause the system to:

play the video associated with the selected video title, wherein the first content layer including the video titles and the second content layer including the keyframe become completely transparent while the selected video is being played on a third content layer.

54. (Currently Amended) The machine readable medium of Claim 53, further comprising instructions that when executed cause the system to:

activate and display [[a]] the video controller when the selected video is being played, the video controller being a graphical user interface that allows the user to stop, pause, play and jump to other parts of the video being played.

55. (Previously Presented) The machine readable medium of Claim 52, further comprising instructions that when executed cause the system to:

receive user input to adjust the transparency values of the first content layer and the second content layer using the input device on the widget layer, wherein the transparency values for the first content layer can be adjusted by making a horizontal gesture over the widget layer and the transparency values for the second content layer can be adjusted by making a

vertical gesture over the widget layer.

56. (New) The system according to claim 1, wherein the display screen comprises a touch screen, wherein the browsing component receives user input through gestures made on the touch screen.